

Galactic Warlords, the RTS

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Summary: You've heard of Galaxy of Fantasy? Introducing the new game from Forge Games, Galactic Warlords! Play as your favorite races and armies and conquer the galaxy! Includes bad codex updates, annoying retcons, and contradicting canon! Parody of my official fanfiction Collapsing Empires.

Galactic Warlords, the RTS

****I got bored, so I decided to make a parody of my fanfic. Based upon Mass Effect's parody of WoW, I created an RTS version so I can go around and make bad codex updates, random retcons, and other things people hate about games. Do not take this seriously in anyway.****

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><p>It's the all new RTS that the galaxy's been waiting for: Galactic Warlords, an interactive RTS game based upon the content of former games by Forge Games. Over 11 billion play the MMO Galaxy of Fantasy. Now take control of your favorite races and armies and conquer the galaxy.<p>

As of right now, Forge Games has released five army lists. They have also incorporated another optional army list in the form of the Rogues, inspired by their other popular game Grim Terminus Alliance.

You have the valiant Turian Marines, fighting injustice across the galaxy. They mostly consist of very well armed troops and vehicles. Most of them don't have any special abilities, but they are far superior in terms of toughness. They enjoy open combat more than dug-in positions. They are the basic army that everyone compares to.

Next is the Salarian Infiltrators, excellent infiltrators that desire to know everything about the enemy. They are a very specialized army that enjoys using camouflage and deceit to win. Most of their units

are able to equip special equipment with their units, making most armies very unique to one another. They favor cover and urban combat as opposed to open warfare.

Then you have the Asari Commandos, great specialists in the field. Using their advanced biotic abilities, they are known to have the most special abilities. Since they are very powerful, they cost the most points and are usually outnumbered. With more streamlined equipment options, the Commandos are very identical to one another. They prefer very enclosed spaces, where they can use their powers without interference from enemy fire.

Next is the Batarian Guard, a powerful and expanding army. With the old quantity over quality attribute, they can come in waves. However, they are also equipped with some specialist units, making them a surprisingly flexible army. They prefer open ground like the Marines.

Last is the so-called Alliance Rangers, a very diverse and specialized army. From the Volus fighter pilot to the Elcor Mobile Battery, the Rangers have some of the most specialized units and require complete unity to achieve total victory. They can fight effectively in any battlefield, as they can easily create and equip a unit to fight in that terrain.

The Rogue faction is a shout-out to the old game Grim Terminus Alliance. With many varied units such as the Krogan Assaulter and Quarian Engineer, they are a very diverse army. However, Forge Games does not have an official army list for them. Thus, some players have been known to call the army overpowered or just not effective at all. Forge Games mention they will correct this soon in the second edition.

Forge Games also mentions that they may be making a space version of the game as well. Right now, the spokesman says that it would be titled under Battlefleet: Widow.

So what are you waiting for, gamers? Get out there and start conquering the galaxy! Also remember that the top scorers in Galaxy of Fantasy may be chosen to appear as hero units in the next edition. Stay tuned.

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><p>Once my story gets around to it, I'll introduce the humans and see how the players rage about the new retcon and canon for their game. Also will include Master Chief as a hero unit and see how veteran players complain about how OP he is.

End
file.